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DECLARATION

I, the undersigned Anthony de Courcey Mac Gillycuddy of 2/7-9 Davison Street, Richmond, Victoria, Australia say that I am bilingual and fluent in the Japanese language, and that this document of 2 pages is Japanese Utility Model Application Number 17079 of 1932 and that the attached translation of this document is to the best of my knowledge and ability true and correct.

Melbourne, 17 November 2008

Translator's signature

Publication of Utility Model Application No. 17079 of 1932
Class 15-4, Indoor Games and Toys

Application No.: 35368 of 1931
Application date: 2 February 1931
Publication date: 29 October 1932

Applicant: Toshizo Inoue, Inventor
850-banchi Sakan-cho, Higashi-ku, Osaka

Card Game Toy

Simplified Description of the Drawings

Figure 1 is a plane view of the utility model, Figure 2 is a vertical cross-sectional view thereof, and Figure 3 is a plane view of an alternative form of the utility model.

Nature, Action and Effects of the Utility Model

This utility model consists of a combination of a ring 1 divided into fifty-two equal segments that are inscribed consecutively clockwise from '1' to '52', and two separate discs 2 that are marked with rings that are divided into fifty-two equal segments each segment being marked with 'Diamonds', 'Hearts', 'Spades' and 'Clubs' symbols in differing colours (the symbols may be in two different colours, or may be of different sizes or may be distinguished by other readily discernible means) and each of the cards 'A', '4', '7', '10', 'K', '3', '6', '9', 'Q', '2', '5', '8' and 'J' marked in succession against such symbols which pivot on concentric spindles 3 such that the discs 2 are able to rotate freely and form combinations of the cards.

To describe the method of play, first when each of the complete cards is formed by successively overlaying the symbols on the disc 2 that are arranged clockwise and reading downwards, the middle card is not drawn and the cards are shuffled several times, whereupon the upper card or the lower card is noted, and when the downwards facing card is guessed correctly, and if the lower card is the 6 of Spades, the disc 2 is rotated as shown in Figure 3 to match the 6 of Spades to the figure 52 in the outer ring, and the digit in the compartment to the right as shown in the drawing and the particular card from the top are noted, that is, it is noted that the fifth card is the 8 of Diamonds and the sixth card is the Jack of Clubs; on the other hand, if it is known that the 8 of Diamonds is the fifth card from the top and the Jack of Clubs is the sixth card from the top, when the upper card is known, the disc 2 is rotated so that the same symbols as that card are under the '1' of the outer compartment, in the same way, the numeral in the outer compartment becomes the number of cards required from the top.

Moreover, for ease of observation, markings may be applied at the positions of the '1' and '52' of the outer compartments, and similar markings may be applied to below the 'As' of Hearts, Diamonds, Clubs and Spades on the disc 2.

The arrangement of the marking symbols on the disc 2 of the utility model in the same sequence as that of the marking symbols on the downwards facing cards facilitates seeing the cards and sequence number of the cards, and the symbols on the discs may be rendered more readily discernible by making the symbols different in colour or shape.

Claims

A card game toy in which a disc whose circumference is divided into fifty-two equal parts, each compartment being number sequentially to the right from 1 to 52, and a disc 2 whose circumference is divided into fifty-two equal parts, each compartment being marked Diamonds, Clubs, Spades and Hearts and sequentially 'A', '4', '7', '10', 'K', '3', '6', '9', 'Q', '2', '5', '8', 'J' as shown in the drawings pivot freely rotatably on concentric spindles 3 forming combinations of cards

Publication of Utility Model Application No. 17079

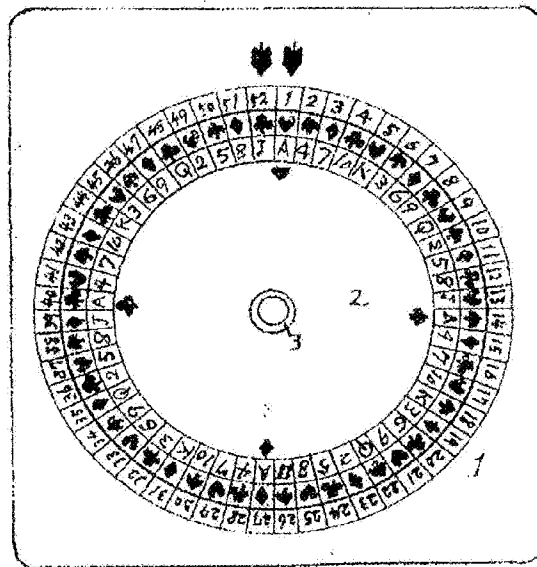


Figure 1

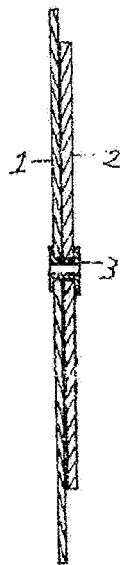


Figure 2

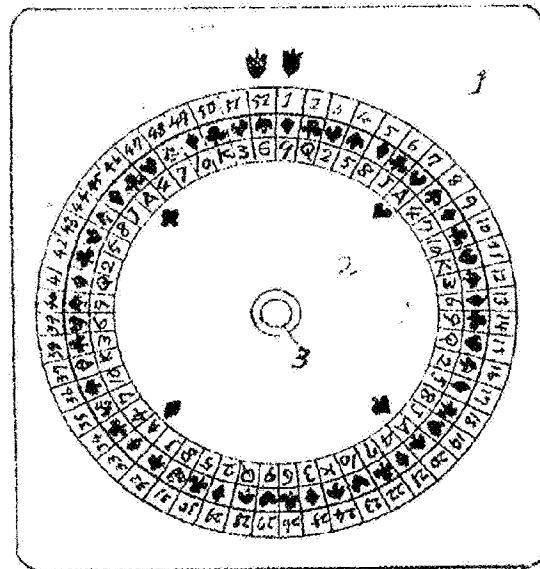


Figure 3

本 案ハ 圖 板 (三) ノ 記 號 スル 順 序 ト 下 札 ノ 記 號 文 字 ヲ 同 一 排 列 ナシタシタスルコトヨリ「フ」見スルシテ容ニ何故目ナコトヲ

又見出シカスシムル爲メ外劃ノ「I」及「62」所ニ記號ヲ附シ又ハ圖板(上ノ「ト」ト「ダ」イ「ヤ」「カ」「フ」「ス」ベ「ト」各「A」ノ下都

[illegible]

第三圖ノ如ク圓板(2)ヲ同轉シテ「6」「52」合セテ右方ニ圖示ノ如クナリリ區劃ノ數字ハ何

今其使用法ヲ説明セシメ先ツ「ラビニ」ノ記號ヲ右方ヘ順次排列シタルト同一二枚宛順次積ミ重ネ全體ヲ下向クトナシ中

(五)

「6」「9」「2」「5」「8」「J」「順次ニ表シタル圓板ヲ同心圓軸ニ着シテ自由ニ回転スルモノト

ナカ形ヲ大小トスカ又ノ其他ノ顛別シ易キ方法ヲ用ルコトアリ(其各同一記號ニ各)「A」「B」「C」「D」「E」「F」「G」「H」「I」「J」「K」「L」「M」「N」「O」「P」「Q」「R」「S」「T」「U」「V」「W」「X」「Y」「Z」

ト別ニ圖ヲ周ラシ二十五等分シ各其區劃ニハ「ヤ」「イ」「エ」「オ」「カ」「キ」「ク」「ケ」「コ」各記號ヲ異ニ表シ「記號」種ノ色ヲ分ケ

用新素ノ性質、眞作、及、效、果ノ要領、本素ハ圓周ヲ二十五分シ、其區劃ニ「1」、「ヨリ52」迄ノ數字ヲ右廻リ順次ニ記載シタルモ

圖一第 圖二第 圖三第 圖四第 圖五第 圖六第 圖七第 圖八第 圖九第 圖十第 圖十一第 圖十二第 圖十三第 圖十四第 圖十五第 圖十六第 圖十七第 圖十八第 圖十九第 圖二十第 圖二十一第 圖二十二第 圖二十三第 圖二十四第 圖二十五第 圖二十六第 圖二十七第 圖二十八第 圖二十九第 圖三十第 圖三十一第 圖三十二第 圖三十三第 圖三十四第 圖三十五第 圖三十六第 圖三十七第 圖三十八第 圖三十九第 圖四十第 圖四十一第 圖四十二第 圖四十三第 圖四十四第 圖四十五第 圖四十六第 圖四十七第 圖四十八第 圖四十九第 圖五十第 圖五十一第 圖五十二第 圖五十三第 圖五十四第 圖五十五第 圖五十六第 圖五十七第 圖五十八第 圖五十九第 圖六十第 圖六十一第 圖六十二第 圖六十三第 圖六十四第 圖六十五第 圖六十六第 圖六十七第 圖六十八第 圖六十九第 圖七十第 圖七十一第 圖七十二第 圖七十三第 圖七十四第 圖七十五第 圖七十六第 圖七十七第 圖七十八第 圖七十九第 圖八十第 圖八十一第 圖八十二第 圖八十三第 圖八十四第 圖八十五第 圖八十六第 圖八十七第 圖八十八第 圖八十九第 圖九十第 圖九十一第 圖九十二第 圖九十三第 圖九十四第 圖九十五第 圖九十六第 圖九十七第 圖九十八第 圖九十九第 圖一百第

首獨遊

大坂市東區左官町八番地

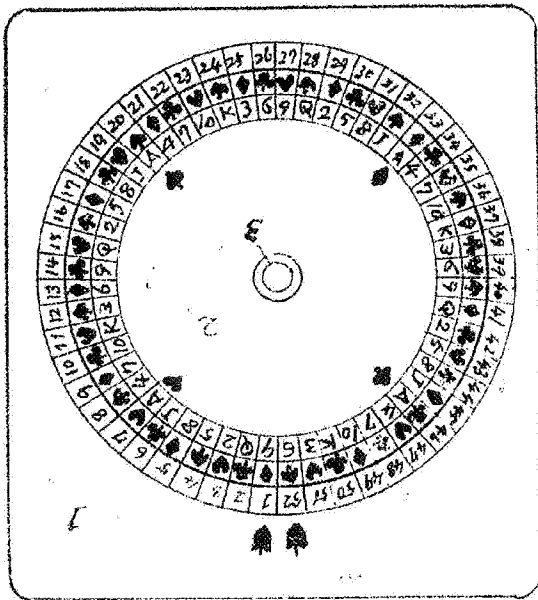
公出願告
願番號
昭和六
年十第
二月三
日
九十二
八六號

真用新泰出願公司第七〇七九號

次ニ記載シタル圓板(2)ヲ同心圓軸(3)ニ旋轉自在ニ懸着シタル各記號ト「A」「B」「C」「D」「E」「F」「G」「H」「I」「J」「K」「L」「M」「N」「O」「P」「Q」「R」「S」「T」「U」「V」「W」「X」「Y」「Z」ヲ組合セタル「プレイト」ノ「遊戲具」

登録ノ範圍圖面ニ示ス如ク圓周ヲ五十二等分シ各一區劃ニ順次「右」ヨリ五十二迄ノ數字ヲ記載シタルモノトス

知リ得ヘク又圓板上ノ記號ハ異種色トスルカ異形トスルカ易カシカシト以テ區別シ易カラシムル効果ヲモトメス



張 1940年12月 1941年1月 1941年2月

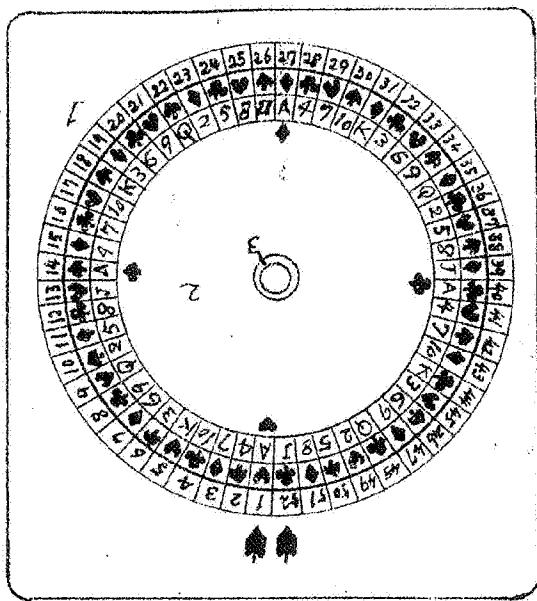


圖 一 第

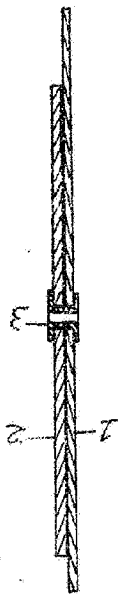


圖 二 張